

# KUNG-FU MASTER<sup>®</sup>

For the Atari<sup>®</sup> 7800<sup>®</sup>

# KUNG-FU MASTER

The gorgeous Princess Victoria is imprisoned in the Evil Wizard's Temple. As Kung-Fu Master, you must free her. Unfortunately, the Temple's five tortuous levels are seething with menacing foes. Smash your way through one level and start the next with a renewed energy meter and timer. Once you free your Princess, it's back to the beginning where your foes return faster and nastier.

## Getting Started

1. Turn game system power switch OFF.
  2. Insert the Kung-Fu Master cartridge as directed in your game system's owner's manual.
  3. Turn the power switch ON.
  4. Press the GAME RESET lever to begin a 1-player game. Press the GAME SELECT lever, then the GAME RESET lever to begin a 2-player game.
-



# Game Status Area

Watch this important information in the upper half of your screen:

## Score

As you kick and punch your way to victory your score will increase with each successful blow. You will also earn points for each enemy guarding the end of each temple level.

## Timer

As time runs out this number keeps getting smaller. When it reaches 0 one life is over.

## Your Energy Bar

The first bar, labeled PLAYER, meters your energy level. When it runs out one life is lost.

## Enemy Energy Bar

The second bar, labeled ENEMY, meters the energy for your final foe on each level of the temple. You must destroy all his energy to defeat the enemy and move on to the next level.

## Lives

The head icons to the right of the energy bars represent the number of lives remaining. You start with four lives at the beginning of the game.

## Floor Indicator

The five squares at the bottom of the status area represent the five levels of the Evil Wizard's temple. The level you are currently fighting on is represented by a flashing yellow square. The levels you have conquered are represented by solid yellow squares.

## Note on two-player games:

Play alternates whenever a player loses a life. The second player's timer, and energy bars appear when the first player loses a life and vice versa. If one player loses all his lives, the other player continues without interruption until the game is over.

---



# Game Status Area

Watch this important information in the upper half of your screen:

## Score

As you kick and punch your way to victory your score will increase with each successful blow. You will also earn points for each enemy guarding the end of each temple level.

## Timer

As time runs out this number keeps getting smaller. When it reaches 0 one life is over.

## Your Energy Bar

The first bar, labeled PLAYER, meters your energy level. When it runs out one life is lost.

## Enemy Energy Bar

The second bar, labeled ENEMY, meters the energy for your final foe on each level of the temple. You must destroy all his energy to defeat the enemy and move on to the next level.

## Lives

The head icons to the right of the energy bars represent the number of lives remaining. You start with four lives at the beginning of the game.

## Floor Indicator

The five squares at the bottom of the status area represent the five levels of the Evil Wizard's temple. The level you are currently fighting on is represented by a flashing yellow square. The levels you have conquered are represented by solid yellow squares.

## Note on two-player games:

Play alternates whenever a player loses a life. The second player's timer, and energy bars appear when the first player loses a life and vice versa. If one player loses all his lives, the other player continues without interruption until the game is over.

---



## Your Moves

**To move right or left:** Move joystick right or left

**To jump:** Push joystick forward

**To squat:** Pull joystick back

**To kick high:** Move joystick right or left and press button

**To kick low:** Pull joystick back and press button

**To punch high:** Pull joystick diagonally forward to right or left and press button

**To punch low:** Pull joystick diagonally back to right or left and press button

**To break Henchman's hold:** Jiggle joystick from side to side

---



## Earn More Points and More Lives

Enemy	Points Per Kick	Points Per Punch
Henchman	100	200
Knife Thrower	500	800
Midgets	200	300
Dragon Ball	2000	2000
Killer Moths	500	600
Stick Fighter	2000	2000
Boomerang Thrower	3000	3000
Giant Kicker	3000	3000
Lightning Magician	5000	5000
Gang Master	10,000	10,000

Any time left at the end of a level is multiplied by 10 and added to your score. Any energy left at the end of a level is multiplied by 100 and added to your score.

You can win an extra life at 75,000 points. Good luck!

## Final Words To The Wise

Don't punch or kick without a reason. A true Kung-Fu Master strikes quickly and carefully.

Find your enemy's weak spot. Learn what kind of blow hurts each foe the most.

Don't battle snakes or spinning bombs. The best you can do is stay out of their way.

No single enemy blow can kill you. (You are a *Master* after all.) Each blow, however, does deplete your energy and makes you weak. The right blow at the wrong time CAN kill you.

Watch your timer. When it runs out one life is lost.

---



### WARRANTY

Absolute Entertainment, Inc. warrants to the original retail purchaser of this video game computer program product ("Program") that the game cartridge in which the Program is embodied will be free from defects in material and workmanship for 90 days from the day of purchase. If your game cartridge becomes defective during that period, Absolute Entertainment, Inc. will replace it free of charge.

To replace a defective cartridge during the warranty period, mail the entire game cartridge, proof of your purchase with the purchase date circled, a brief statement describing the defect, and a large, self-addressed, stamped envelope to:

Warranty Officer  
Absolute Entertainment, Inc.  
P.O. Box 116  
Glen Rock, N.J. 07452.

If your cartridge fails after the end of the 90-day warranty period, you may return it to Absolute Entertainment, Inc. at the address above with a check or money order for \$17.50, a brief statement describing the defect, and a large, self-addressed, stamped envelope.

We recommend that defective cartridges be packaged carefully and sent certified mail, return receipt requested. Absolute Entertainment, Inc. will not be responsible for replacing defective cartridges until they have been received by us at the above address.

This warranty is limited to the cartridge originally supplied by Absolute Entertainment, Inc. and is not applicable to the Program embodied in the cartridge. This warranty will not be honored if the defect has arisen through abuse, mistreatment, improper care of the cartridge, neglect, or normal wear and tear.

THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES, WHETHER ORAL OR WRITTEN, EXPRESSED OR IMPLIED, INCLUDING ANY WARRANTY OF MERCHANTABILITY OF FITNESS FOR A PARTICULAR PURPOSE, AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE WILL BE BINDING ON OR OBLIGATE ABSOLUTE ENTERTAINMENT, INC. IN NO EVENT WILL ABSOLUTE ENTERTAINMENT, INC. BE LIABLE FOR SPECIAL, INDIRECT, INCIDENTAL, OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE, OR MALFUNCTION OF THIS PRODUCT, INCLUDING DAMAGE TO PROPERTY, AND TO THE EXTENT PERMITTED UNDER THE LAW, DAMAGES FOR PERSONAL INJURY, EVEN IF ABSOLUTE ENTERTAINMENT, INC. HAS BEEN PREVIOUSLY ADVISED OF THE POSSIBILITY OF SUCH DAMAGES.

THE PROGRAM IS SOLD "AS-IS" AND NO WARRANTIES, EXPRESSED OR IMPLIED, INCLUDING WARRANTIES FOR MERCHANTABILITY OR FITNESS OF PURPOSE, WILL BE APPLICABLE.

SOME STATES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS AND/OR THE EXCLUSION OR LIMITATION OF INCIDENTAL OR CONSEQUENTIAL DAMAGES, SO THE ABOVE LIMITATIONS AND/OR EXCLUSION OR LIMITATION OF LIABILITY MAY NOT APPLY TO YOU. THIS WARRANTY GIVES YOU SPECIFIC LEGAL RIGHTS, AND YOU MAY HAVE OTHER RIGHTS WHICH VARY FROM STATE TO STATE.

